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NES-4V-USA

MEGA MAN 4®

INSTRUCTION MANUAL

Ⓣ

A special message from CAPCOM

Thank you for selecting **Mega Man 4** the latest addition to Capcom's library of titles. Following such hits as **Mega Man 3** and **Mega Man 2**. **Mega Man 4** continues the tradition of action-packed family oriented games for the Nintendo Entertainment System.

Mega Man 4 features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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Official Nintendo Seal of Quality®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

SAFETY PRECAUTIONS

Follow these suggestions to keep your Mega Man 4 cartridge in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.
5. For the best game play, sit 3 to 6 feet away from your television.
6. Pause for 10 to 20 minutes after 2 hours of continuous play. Doing this extends the performance of your Game Pak.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

TABLE OF CONTENTS

A Special Message from Capcom 2
Safety Precautions 3
Getting Started 5
Invitation to Doom! 6
Controlling Mega Man 7
The Battle Begins 8
Mega Power! 9-10
A Little Help From Your Friends 11-12
Using Your Password 13
Robot Masters 14
The Winners Edge 15
90-Day Limited Warranty 17

GETTING STARTED

1. Insert your Mega Man 4 Game Pak into your Nintendo Entertainment System and turn it on. Watch the story screens to learn the secret origin of Mega Man. If you wish to skip these screens, press the **START** button.

2. On the title screen, you can choose to begin a new game or use a password to continue a previous game.

   To begin a new game, move the arrow next to **PRESS START**, then press **START** on your control pad.

   To continue a previous game, see the *Using your Password* section later in this manual.

3. When the next screen appears, you will see various mug shots of Dr. Cossack's robot masters. Use the control pad to highlight the robot master you wish to battle, press the **A** button and get ready for action!

4. To end the game at any time, simply turn your Nintendo Entertainment System off and remove your Game Pak.

INVITATION TO DOOM!

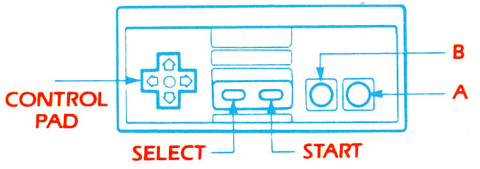
A year after the destruction of Gamma, a mysterious message arrives at Dr. Light's lab...

> Good evening, Dr. Light. Allow me to introduce myself -- I am Dr. Cossack. You may not have heard of me, but soon the world will know my name.
>
> Over the years, you have been hailed as the greatest robot designer in the world, while my robotic creations have been totally ignored. I cannot allow this to continue. The world must be made aware of my genius!
>
> From my Siberian citadel, I've sent eight of my most powerful robots to destroy that titanium troublemaker, Mega Man. Once they have obliterated him, I will place his broken body on display for the entire world to see. Only then will I be allowed to take my place as the greatest robot designer of all time!

Dr. Cossack

CONTROLLING MEGA MAN

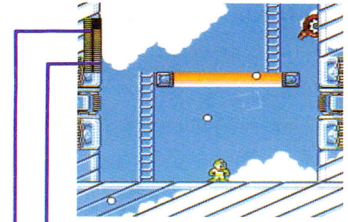
To move left or right	Press the control pad left or right.
To climb up or down	Press the control pad up or down.
Jump	Press the **A** button
Slide	Press the control pad down and hit the **A** button. Mega Man will slide in the direction he is facing.
Fire your weapon	Press the **B** button. Hold down the **B** button to energize the Mega Buster.



THE BATTLE BEGINS!

Wave after wave of mindless metal machines march toward you. Summon the full power of the Mega Buster and melt them down to size. Pick up energy pellets and weapon capsules to keep up your strength. Keep an eye on your energy meter in the top left corner of the screen. Because once your energy is gone, so is your life!

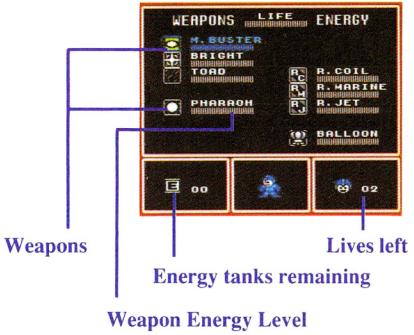
Run, jump and climb through the mazes of twisted corridors to the lair of the robot master. Once you arrive, it's going to be a cybernetic slugfest and only one of you will survive. Keep on pounding the robot master with your weapons until his energy is depleted. Once he's been deactivated, grab his weapon and add it to your arsenal. Now you're ready to take on another of Dr. Cossack's crazy creations.



MEGA POWER!

At Mega Man's command is a host of high-tech weapons including the miraculous Mega Buster! You can view your weapons box at any time by pressing the **START** button. Inside the weapons box you will see all the weapons, energy tanks and extra lives you have collected so far. Press the control pad in any direction to select the weapon you wish to activate and then press the **A** button. when you return to the action, Mega Man will be armed with that weapon.

In every area, Mega Man must battle his way through an endless array of anarchistic androids. As he blasts these robotic rebels into oblivion, Mega Man may find a variety of special items to aid him in his journey.



MEGA POWER! cont.

Energy Pellets: These pellets increase Mega Man's energy level.

Weapon Capsules: These capsules increase the energy level of Mega Man's current special weapon. They have no effect on the Mega Buster.

Energy Tanks: These handy tanks of liquid energy replenish Mega Man supply. Mega Man can store these tanks until needed.

1-UP: 1-UPs gives Mega Man one more life.

Balloon Adaptor: The balloon adaptor allows Mega Man to launch out small floating platforms.

Wire Adaptor: The wire adaptor allows Mega Man to fire a wire up to a ledge or ceiling. Once attached, the wire will pull Mega Man straight-up.

A LITTLE HELP FROM YOUR FRIENDS

Mega Man is more than a match for Dr. Cossack's metal munching maniacs. But even a cybernetic super-hero needs a little help now and then. So, Dr. Light has sent Mega Man a couple of robotic reinforcements -- just in case.
Rush, Mega Man's canine companion, can be summoned using the weapons box and transformed into a variety of mighty machines.

Rush Coil Rush turns into a springboard to catapult you over obstacles.

Rush Marine Rush transforms into a submarine for undersea travel.

Rush Jet Rush becomes a jet sled for sky high travel.

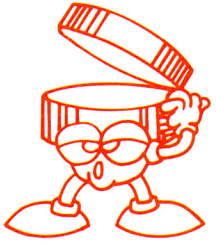
NOTE: The Rush Coil is the only option available at the beginning of the game. The Rush Marine and Rush Jet Adaptors can only be found by destroying certain robot masters.

A LITTLE HELP FROM YOUR FRIENDS cont.

To activate one of Rush's machines, press **START** to bring up the weapons box. Press the control pad in any direction to select the machine you wish to use. Then press the **A** button to activate the machine.

When you return to the battle, press the **B** button to call Rush and he will transport down next to you. Just jump on him and away you go!

Waiting for you in certain stages is Flip-Top, Dr. Light's cybernetic suitcase. When you see him, just walk right up and Flip-Top will toss you a power-up item. Once his compartment is empty, Flip-Top will automatically transport back to Dr. Light's lab for a refill.



USING YOUR PASSWORD

Each time you obliterate one of Dr. Cossack's robot masters you will be rewarded with a secret password. Using a piece of paper and a pencil, copy the location of the dots in the password grid. When you have finished, place your password in a safe place.

The next time you play Mega Man 4 you can continue from where you received your password. Here's how:

1. On the title screen, move the arrow next to **PASSWORD** and press the **A** button.
2. When the empty password grid appears, use the control pad to move the brackets to the location on your first dot. Press the **A** button to place the dot. To erase the dot, press the **A** button again.
3. Once you have finished placing each of the six dots in your password, move the brackets to **END** and press the **A** button. If the password is correct, the game will return you to where you received the password.

ROBOT MASTERS

PHARAOH MAN

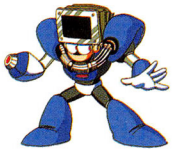
TOAD MAN

BRIGHT MAN

DIVE MAN

RING MAN

DRILL MAN



DUST MAN

SKULL MAN

THE WINNER'S EDGE

1. To summon the full power of the Pharaoh Shot, hold down the **B** button until a giant fireball appears over Mega Man's head. Once it does, release the button to send the fireball speeding toward your enemy.
2. After you complete a level, you are allowed to play that level again in case you missed something the first time. However, the robot master will NOT be waiting for you the second time though.
3. Charge up the Mega Buster while running. If you do, you'll have Mega power when you need it.
4. If you get hit by an enemy, you will be invincible for a moment. Use this time to get by any tough obstacles.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

NOTES

High-Flying Heroes Take To The Sky

Think action! Adventure! Exotic locales, fantastic airplanes, perilous stunts and mile-high exploits. Add a flight crew of colorful villains and heroes, and you've got Tale Spin-Disney's hit animated TV series. Air battles, races and crashes are all part of the no-holds barred fun as Baloo takes on Shere Khan, Don Karnage and their henchmen.

- As Baloo, you'll travel from perilous jungles to mysterious caves as you deliver your cargo.
- Glide, dive and loop through 8 action-packed levels.
- Advanced graphics and sound bring your favorite Tale Spin heroes to life.

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